

BATTLEFIELD GERMANY

Instructions for
Amstrad CPC series
& Spectrum 48/128.

WARGAMERS SERIES

INDEX

Countdown to Conflict

March-August, 1988

Following a run of Iranian victories and internal economic collapse, the Iraqi regime is replaced by a fundamentalist system, closely allied to that of Iran. The government of Egypt is also replaced by an Islamic regime after a series of nationwide demonstrations and unrest.

November, 1988

The United Islamic Pact (UIP) is formed between Iran, Iraq, Syria, Libya and Egypt. Joint military co-operation increases, as large exercises are held. Moscow improves its relations with Iran and Egypt and supplies large arms shipments to the UIP, including sophisticated missile and aircraft technology and some of its latest T-80 tanks..

10 May, 1989

Following small-scale aerial skirmishes between Syria and Israel over Lebanon, a major troop build-up along the Syrian border begins.

22 May, 1989

War erupts around Israel's border - two large thrusts are made into Israel by UIP forces. Despite Israel holding some strategic points, the UIP break through the Golan Heights and also move deep into the Sinai. Extensive use of chemical weapons is made in these attacks. This, combined with the vast numerical strength of the UIP, soon forces the Israeli Army into retreat.

30 May, 1989

After an emergency request from Israel for U.S. aid, a naval task force and the U.S. Centcom Rapid Deployment Force arrive and manage to contain most UIP advances, which has now secured major postions within Israel, including Jerusalem.

4 June, 1989

The Soviet Union warns the U.S. against intervention by mobilising all Warsaw Pact forces and sending twelve divisions to the war in Israel.

9 June, 1989

The aircraft carrier USS Saratoga is sunk by an unidentified submarine off the Northern Israeli coast. America accuses the Soviet Union and threatens retaliation. NATO forces in Europe are mobilised. In Israel, the UIP make further advances, as U.S. and Soviet forces engage each other for the first time.

12 June, 1989

U.S. carrier-based aircraft strike against the Russian Mediterranean Fleet which has been shadowing them, inflicting heavy losses. Deep strikes are also made against supply centres in Egypt and Syria.

15 June, 1989

Warsaw Pact troops in East Germany seal off the border and isolate Berlin. The troop build-up in Europe continues.

17 June, 1989

A full-scale Warsaw Pact offensive is launched into Western Europe.

Battlefield Germany has begun. . .

2. INTRODUCTION

BATTLEFIELD GERMANY simulates war in central Europe between the Warsaw Pact and NATO. It encompasses both Germanies, Czechoslavakia, Belgium, The Netherlands and Eastern France. One or two players may participate with the computer controlling the opposition in the one player game.

BATTLEFIELD GERMANY is a complicated game and it is recommended that the player read this instruction book before attempting to play.

3. LOADING

AMSTRAD VERSION:

To load the DISC version, simply type RUN "DISC followed by ENTER. The game option select screen will appear. Make your selection between 1/2 player, which side to command etc and the game will now complete loading.

The TAPE version has the one player game on SIDE A of the tape and the two player version on SIDE B so decide which game you want to play and load that side of the tape. The load command is CTRL/ENTER and then simply follow the screen prompts.

SPECTRUM VERSION:

Load the game using LOAD" " in the normal way. You will be presented with the game option selection screen. The 1 player game is on side A of the tape, side B has the 2 player version.

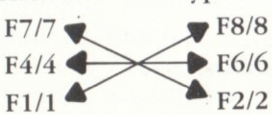
4. GAME OPTIONS

1. ONE OR TWO PLAYER - if one player is selected the computer will take the role of the other side.
2. NATO or WARSAW PACT COMPUTER OPPONENT - this option only applies if the one player game has been selected.
3. DIFFICULTY LEVEL - by altering the strength of the NATO units the difficulty of the game can be varied.
4. NUCLEAR OPTION — allows the player to decide whether or not nuclear weapons will be included in the scope of the game.
5. GAME LENGTH - allows the player to choose between 6 or 12 game turns.

5. CONTROL KEYS.

a) AMSTRAD VERSION:

use the numeric/function keypad in the following way:



CURSOR MOVEMENT

F9/9: FINISH ATTACKING

F3/3: SELECT/DESELECT current unit for movement. (Stack Keys)

F6/6: ADVANCE STACK MARKER - This allows certain units in a "stack" of units to be selected whilst skipping over other units. (Stack Keys)

OTHER KEYS:

X : END the action phase.

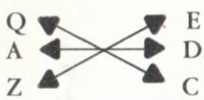
L : AIRLIFT a unit.

D : AIRDROP a unit.

A : ATTACK an enemy unit.

T : TARGET a Nuclear attack.

SPECTRUM VERSION:



CURSOR MOVEMENT

F : FINISH ATTACKING

S : SELECT/DESELECT current unit for movement. (Stack Keys)

W : ADVANCE STACK MARKER - This allows certain units in a "stack" of units to be selected whilst skipping over other units. (Stack Keys)

OTHER KEYS:

X : END the action phase.

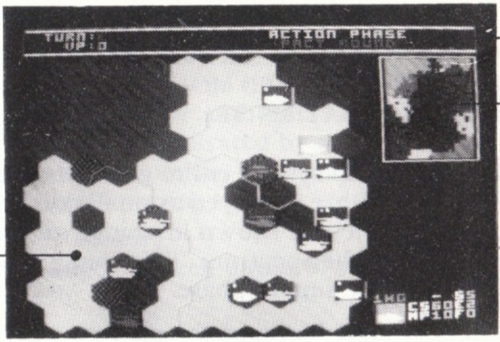
L : AIRLIFT a unit.

K : AIRDROP a unit

T : ATTACK an emeny unit

N : Target a Nuclear attack.

6. SCREEN LAYOUT



1. GAME DATA DISPLAY - In this section are the number of TURNS, the VICTORY POINTS (VP) (see Victory) and the present game phase eg. ACTION PHASE - PACT ROUND.

2. MAIN TACTICAL MAP - The main playing area. It is made up from a 10/11 x 11 hex grid with each hex representing a 30km area. In the hexes are one of the following symbols:

AMSTRAD VERSION:

SYMBOL	TERRAIN
Blue	sea
Light Green	Open Ground
Khaki Green + Hills	
Dark Green	Forest
Dark Green + Hill	Forested Hills
Grey + Mountain	Mountains
Black + Grey Shadings	Urban Area
Yellow Squares on Black	Capital City
Light Blue Lines	Rivers
Yellow, Orange & Purple	Neutral Territory may not be Entered By Combat Units.

SPECTRUM VERSION:

SYMBOL	TERRAIN
Dark Blue	Sea
Yellow	Open Ground
Green	Forest
Green + Hills	Hills
Red + Mountain	Mountains
Cyan + Town Symbol	Urban Area
Cyan + Skyscrapers	Capital City

NEUTRAL TERRITORY IS SHOWN IN INVERSE (EG CYAN TOWN ON BLACK BACKGROUND / RED MOUNTAIN ON BLACK) AND MAY NOT BE ENTERED BY COMBAT UNITS.

3. STRATEGIC MAP
This smaller map displays the entire game play area but in less detail than the main map. Units are displayed as small dots and the cursor is a flashing dot. Neutral countries are shown in orange on the Amstrad version whilst they are in blue on the Spectrum. This map is also used to represent areas in supply during the supply phase.

4 Unit Data Display

This area displays detailed information about units that are in the same hex as the cursor. For a typical unit the data might be as follows:

1GTA	+	S4
[unit symbol]	CS50	E2
	MP08	F1

The information given is:

i) Unit Corps/Army Identification (1GTA = Guards Tank Army): Divisional units are grouped into larger organisational units: a corps of two to six divisions. Each Corps then operates around its own area of the front.

This is a list of all the identification codes used in the unit data display:

NATO		WARSAW PACT	
UK1	United Kingdom 1 Corps	WSD	Western Strategic Direction
BE1	Belgian I Corps	1WF	1 West Front
NE1	Netherlands I Corps	2GA	2 Guards Army
DA1	Danish I Corps	20GA	20 Guards Army
1WG	I West German Corps	3SA	3 Shock Army
2WG	II West German Corps	2WF	2 West Front
3WG	III West German Corps	28A	28 Army
WGT	West German Territorials	8GA	8 Guards Army
1FR	I French Corps	1GTA	1 Guards Tank Army
2FR	II French Corps	CF	Central Front
3FR	III French Corps	10A	10 Army
SEF	Spanish Expeditionary Force	41A	41 Army
US3	U.S. III Corps	8GTA	8 Guards Tank Army
US5	U.S. V Corps	NF	Northern Front
US7	U.S. VII Corps	1PO	1 Polish Army
US11	U.S. XII Corps	2PO	2 Polish Army
USCC	U.S. Command Corps	4GTA	4 Guards Tank Army
FAR	Force Action Rapide(France)	5GTA	5 Guards TAnk Army
CDN	Canadian Brigade	7GTA	7 Guards Tank Army

ii) Selection Status (+ = Unit selected):

During the *Action Phase* units are moved by the player. As some units within a stack may be required to move and others not. Individual units have to be selected. This selection is indicated by a '+' or '–' sign, and is also used when selecting units for combat. When airborne units are moving in *airlifted mode* the selection status sybol is coloured light blue.

iii) Supply Level (S4 = 80% supply):

The supply level rating can range between 0 (out of supply) and 5 (in full supply). (See "Supply Phase").

iv) Combat Strength (CS50 = combat strength of 50):

A unit's combat strength is a combination of its manpower level and the firepower of its equipment, and can vary between 1 and 99. The strength is reduced by losses in combat; when it reaches 0 the unit is destroyed. The colour of the combat strength display is significant: if displayed in yellow the unit has not yet engaged in combat in this round, if in orange it has already attacked or been attacked. As units may only participate in one combat per player turn, this has a major effect on combat.

v) Efficiency (E2 = 2nd grade unit):

Unit quality, training and morale combine to form the efficiency rating,which can range from 1 (elite) to 5 (raw conscripts). This rating has an important effect on the outcome of combat.

vi) Movement Points (MP8 = 8 movement points available):

The mobility of the unit is indicated by its *movement point* ("MP") rating and can vary from 0 to 15. Points are expended during the action phase when the unit moves from one hex to antother. The rate of expenditure is determined by the unit type, terrain type and the proximity of enemy units.

vii) Fatique (F1 = slightly fatiqued unit):

As a unit engages in combat, and especially if it sustains significant losses, its troops begin to suffer from the effects of fatique, and combat efficiency decreases. This is represented by a *fatique rating,*between 0 (fresh) and 9 (exhausted).

7. UNIT TYPES

Hexagons are 30km wide and up to four combat units may occupy (or "stack") in the hex. When units are "stacked" only the top one is displayed but the number of units in the stack is represented by dots on the top unit.

Units are displayed as rectangles where the background (foreground on SPECTRUM) colour indicated the unit's side (blue for NATO, red for Warsaw Pact). On the foreground is a picture representing the unit type as follows:

Unit	Symbol
Infantry	Rifle
Mechanised Infantry	Armoured Personnel Carrier
Armour	Main battle tank
Armoured Cavalry	Light tank
Airmobile Troops	Helicopter
Airborne Paratroops	Rifle and wings
Mountain Infantry	Rifle and letter 'M'

8. GAME TURN SEQUENCE.

The game starts at the Warsaw pacts turn. From then on it alternates between the two sides, with each players turn consisting of:

1. SUPPLY PHASE

During this phase the computer calculates which units are to receive supplies, and places reinforcements.

In order to operate efficiently, combat units require fuel, ammunition, spares and food. In BATTLEFIELD GERMANY this is represented by the supply rating which indicates the level of supplies held by units. However in order to maintain these supplies, and unbroken line of supply must exist between the unit and a supply point - either a map edge or for NATO units only - a port. This line must not pass through any ememy held territory or ZOC's (Zones of Control).

During the supply phase the computer uses the strategic map to display the supply status of areas, and calculates which hexes on the map are in supply (displayed in black) and which are not (displayed in green). Once the supply has been calculated, reinforcement units are placed on the strategic map (yellow dots). After a short pause the strategic map returns to normal display and the game continues to the next phase.

2. NUCLEAR PHASE (Optional)

The use of nuclear weapons would probably put an immediate end to the conventional military strategy in favour of a nuclear one. The non-nuclear game therfore limits the player's role to that of commander of conventional forces trying to achieve victory without "going nuclear". The inclusion of the nuclear option allows players to adopt the role of total military commander, but in this scenario escalation is a very real risk as soon as nuclear weapons are requested. The nuclear option should therefore be used sparingly: it is included to provide a full simulation rather than as a game-winning option.

When the nuclear option is being played, each side has a level of nuclear activity ranging from "none" through "battlefield", "tactical" and "theatre" to "strategic". During the nuclear phase the level of activity of both sides is displayed and three options are available to the player: escalate, continue or de-escalate (by one level). Selecting an option does not automatically mean that the policy will be implemented, instead it represents advice to the appropriate president which may be accepted or overuled according to a variety of conflicting factors. To be allowed to use nuclear weapons in the first place, either the other side must already have done so or the military situation must be going very badly. As the level of nuclear exchange escalates so the influence of players on decision-making decreases, heightening the danger of exchanges reaching the strategic level - the point at which the game ends through mutual destruction.

Once the escalation decision has been made, either the phase ends if the nuclear level is "none", or a number of warheads are assigned to the player. These are fired in the launch segment of the nuclear phase via the following keys:

CURSOR KEYS	—	MOVE TARGETTING CURSOR
T (AMSTRAD) N (SPECTRUM)	—	SELECT TARGET
X	—	END PHASE

When nuclear weapons are being used it is inadvisable to stack more than one unit in a hex as these are usually the first targets to get selected. In the game one "warhead' is equivalent to a multiple missile strike sufficient to obliterate all combat units in the hex. The effect of fallout is displayed by displaying devasted hexes in black or flashing colours after the attack - units moving into such hexes pay extra movement points and may incur fatigue.

3. ACTION PHASE

This is the main activity phase during which units are moved and attacks made on enemy units.
Within the action phase there are 3 modes:

A. MOVEMENT MODE

The cusor can be moved onto any hex (except sea and neutral territory) on the main Tactical Map. Units are moved using the following sequence:
Place the cursor over the unit you wish to move
You should now see information about the unit displayed in the "Unit Data Display" area of the screen.
Using the "Stack Keys" individual units within a stack may now be selected for movement provided they have at least 1 movement point (keys F3/3 & F6/6 Amstrad, S & W Spectrum).
Once the correct units have been selected, use the cursor to control the direction of movement.

The computer will deduct movement points for each unit as follows:

Terrain Type	Unit Type						
	Infantry	Mechn'sd Infantry	Armour	Armour Cavalry	Air-Mobile	Airborne	Mountain
Sea	X	X	X	X	X	X	X
Open	1	1	1	1	1	1	1
Hills	1	2	2	2	1	1	1
Forest	1	2	2	2	1	1	1
Forest/hills	2	3	3	3	1	2	1
Mountains	3	4	4	4	1	3	2
Urban/capital	1	1	1	1	1	1	1
River	+2	+2	+2	+2	+0	+2	+2
In or out of ZOC	+2	+2	+1	+1	+1	+2	+2
In and out of ZOC	X	X	+8	+8	+2	X	X

Units are automatically de-selected if their movement point total reaches zero. If the cost of movement is greater than available movement points for each unit in the stack, the movement is not allowed and a warning beep is heard. Another contraint is the proximity of enemy units. Units exert a Zone of Control (ZOC) into the neighbouring six hex's. Units leaving or entering an enemy ZOC pay extra movement points. Units moving from one ZOC to another pay even more points.

B. AIRBORNE MOVEMENT MODE

To enter this mode the Airborne Unit must NOT:
Have moved this turn
Be in an enemy ZOC
Be stacked with other units.

If all the above are satisfied, then pressing "L" will airlift a unit. Its MP (Movement Point) rating is then set to zero and the selection status + sign is coloured blue. The unit may then be moved to any hex on the map (except neutral or sea hex's). Pressing "D" (Amstrad) "K" (Spectrum) will initiate the airdrop at the cursor position. The unit is now unable to move for the rest of the turn.
Airborne units may move as standard ground units if required.

C. ATTACK MODE

An attack may be made on a stack of enemy units by pressing A (Amstrad) / T (Spectrum), providing the defending units have not already been attacked this turn. The following sequence will then be followed:

i). Select Attacking Unit

Use the Cursor controls to select unit stacks adjacent to the enemy unit with which to attack. The directional controls select stacks in a particular direction from the defending (enemy) unit and the "Stack keys" select individual units from within that stack. Units that have already participated in an attack may not be selected. Once selection is completed, press "9" (Amstrad) / "F" (Spectrum) to continue the combat sequence. If no attacking units have been selected the attack is aborted and play reverts to movement mode.

ii) Air Support Allocation.

In this segment, both players may call up air support to assist the combat. Each side is allocated a numerical air support level depending on the number of aircraft, strike power, and level of maintenance. This level is updated each turn, according to combat losses and reinforcements. First the defender must input the level he requires followed by ENTER, then the attacker follows the same sequence. (Use the delete key for corrections)

iii) Combat Resolution.

The computer now processes the combat and determines the loss each side incurs. Explosion graphics appear in a hex during this segment when units are destroyed. A defending unit may be forced to retreat as a result of combat. If this occurs, the defending player must use the cursor movement controls to select a direction in which to move. This must take the stack of units to a hex outside an enemy ZOC. Failure to do so will result in further losses, usually the destruction of the unit(s).

The above sequence is then repeated 6 or 12 times depending on your game length selection.

9. VICTORY CONDITIONS

Victory is based on Victory Points (VP), which are awarded for occupying enemy cities or re-taking captured cities. Every hex has an occupation status: either NATO or Pact controlled, or neutral. This is shown by the cursor flashing between yellow and either red (Pact) or blue (NATO). Control of a city is awarded to the side whose unit was last in that city.

Allocation of VP:

+ 5 for urban hexs occupied.
+20 for capital cities occupied.
–20 for nuclear escalation.

Victory Level	6 Turn Game	12 Turn Game
Total Pact Victory	150 or more	200 or more
Major Pact Victory	120-145	160-195
Narrow Pact Victory	90-115	120-155
Narrow NATO Victory	60-85	80-115
Major NATO Victory	30-55	50-75
Total NATO Victory	– ve and up to 25	– ve and up to 45

NOTE: If the VP is shown in red then this indicated a Warsaw Pacts advantage otherwise it will be blue for NATO advantage.

10. COMPUTER OPPONENT OPTION

When playing the one player game the computer handles the role of the opponent and also:
Moves directly to unit stack instead of moving accross the map
Analyses all available movement options. While this is happening dots will briefly apear in the unit data display.
Air support is input automatically.
Retreat by the opponent.

When the opponent initiates combat, the defending unit stack is displayed. Pressing SPACE will display the first attacking stack, and repeating this will display further attacks. Once all attacks have been set the combat continues.

11. SAVING AND LOADING GAMES IN PROGRESS

At the end of an action phase the following options are available:
A. Advance, continue the game and skip load/save option.
S. Save the current game
L. Load a previously saved game.

If you want to continue a saved game, simply load Battlefield Germany as normal, ensuring that you select the same options as in the saved game (if you choose to play NATO in a one player game you will have to wait through the computer's turn before you can load your saved game). Then, in the first phase press the X key and select the Load option.

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